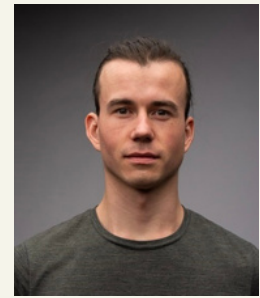


MIROSLAV VAŇO

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Bratislava, Slovakia



PROFESSIONAL SUMMARY

I am a primarily **front-end software developer** with a background in the video game industry and medicine. My stack includes **React, JavaScript, Sass, Tailwind**, Node, Express, MongoDB, Figma, Adobe Suite, HTML, and CSS.

EXPERIENCE

FULLSTACK DEVELOPER

- build a full-stack web application called **CreatoRoll** using React, MongoDB, Node and Express
- full-fledged character creation tool for DnD players, storytellers, and other creative folks
- uses **custom-created assets** by users as building blocks which are stored in database
- utilizes **gpt-3 AI** for a quick unique generation of descriptions and backgrounds

WEB DEVELOPER

- my **portfolio website**
- interactive web journey with sounds for Way of the Hunter DLC: Alaska (while in Grand Beats Production)

MUSIC COMPOSER, SOUND DESIGNER

Grand Beats Production s.r.o.

- creating highly adaptive music and sound effects for video games using Steinberg Nuendo and Ableton Live
- implementation of music and SFX with middle-ware Wwise, Fmod, and game engines such as Unreal or Unity
- creation of tailor-made product concepts for game audio and interactive websites
- work in a fast-paced agile environment focused on teamwork with the use of Trello, Discord, and Slack
- motivation to advance industry standards and bring more business opportunities
- adherence to strict deadlines with the need for quick problem-solving

JUL 2022

EDUCATION

MUDr, Jessenius Faculty of Medicine, Martin

- study of general medicine in a demanding environment requiring determination and hard work
- acquired high knowledge and practical skills in various fields of medicine
- improved my interpersonal skills and sense of empathy
- graduated with honors

SEP 2016 - JUN 2022

LINKS

[LinkedIn](#)

[Github](#)

[Portfolio](#)